

KURT LUTHER

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RESEARCH INTERESTS

Crowdsourcing, social computing, human computation, human-AI collaboration, creativity support tools, open source intelligence (OSINT), digital humanities.

EDUCATION

- Carnegie Mellon University**, Pittsburgh, Pa.
2012–14 Postdoctoral Fellow, Human–Computer Interaction Institute
Co-advisors: Steven Dow and Aniket Kittur
- Georgia Institute of Technology** (Georgia Tech), Atlanta, Ga.
2006–12 Ph.D. in Human-Centered Computing, focus in Social Computing
Dissertation: *Supporting and Transforming Leadership in Online Creative Collaboration*
Committee: Amy Bruckman (advisor), Ellen Yi-Luen Do, Eric Gilbert, Scott Counts (Microsoft Research), and Wendy Kellogg (IBM Research)
- Purdue University**, West Lafayette, Ind.
2002–06 B.S. in Computer Graphics Technology, minor in Art & Design
Graduated with highest distinction and departmental honors

EMPLOYMENT

- Virginia Polytechnic Institute and State University** (Virginia Tech), Blacksburg, Va.
2014–Present Assistant Professor, Department of Computer Science
2014–Present Faculty Affiliate, Center for Human-Computer Interaction
2015–Present Fellow, Institute for Creativity, Arts, and Technology
2016–Present Faculty Affiliate, Department of History
2017–Present Faculty Affiliate, Hume Center for National Security and Technology
- YouTube (Google)**, San Bruno, Calif.
Summer 2010 User Experience Research Intern (Mentor: Sasha Lubomirsky)
- Newgrounds.com**, Glenside, Pa.
Summer 2009 Web Development Intern
- Microsoft Research**, Redmond, Wash.
Summer 2008 Research Intern, Social Computing Group and VIBE Group (Mentor: Scott Counts)
- IBM Thomas J. Watson Research Center**, Hawthorne, N.Y.
Summer 2007 Research Intern, Social Computing Group (Mentor: Jason B. Ellis)

AWARDS & HONORS

- 2019 Best Paper Award (#1 best paper of 282 submissions), ACM IUI 2019
2019 Outstanding Technology Alumni Award, Purdue Polytechnic Institute
2018 Outstanding New Assistant Professor Award, Virginia Tech College of Engineering
2018 Grand Prize (\$25,000 award), Microsoft Cloud AI Research Challenge
2018 Best Poster/Demo Award (#1 best poster/demo of 31 submissions), AAAI HCOMP 2018
2018 Junior Faculty Award (\$80,000 award), Virginia Tech ICTAS
2018 Recognition of Service Award (for contributions as CI 2018 Program Co-Chair), ACM
2017 Faculty Early Career Development (CAREER) Award, National Science Foundation
2017 Notable Paper Award (#2 best paper of 83 submissions), AAAI HCOMP 2017
2016 XCaliber Award Finalist (for technology-enriched teaching), Virginia Tech TLOS

- 2015 Research Impact in Human–Computer Interaction Award, Virginia Tech Center for HCI
- 2013 Best Paper Award (top 1% of 390 submissions), ACM CSCW 2013
- 2012 Best Paper Honorable Mention Award (top 5% of 415 submissions), ACM CSCW 2012
- 2012 Consortium for the Science of Socio-Technical Systems (NSF-funded research institute)
- 2011 James D. Foley Scholar (\$5,000 award for “overall brilliance and potential impact”), GVU Center at Georgia Tech
- 2009 Golden Mouse Award (for most entertaining video), ACM CHI 2009
- 2006 K. Jon Barwise Fellowship for Doctoral Studies in Informatics, Indiana University (declined)
- 2006 Perfect 4.0 GPA Recognition Award, Purdue University
- 2002–06 Academic Success Award (\$11,100 merit scholarship), Purdue University

EXTERNAL GRANTS (Total: \$2,336,787; Personal share: \$1,275,946.62)

- [G9] The American Soldier in World War II. National Endowment for the Humanities PW-264049-19 (HCRR Implementation), Edward Gitre (PI), Kurt Luther (Co-PI), et al., 2019–2021. Total: \$349,864. Personal share: \$17,493.20 (5%).
- [G8] Transforming investigative science and practice with expert-led crowdsourcing. National Science Foundation IIS-1651969 (CAREER), Kurt Luther (PI), 2017–2022. Total: \$554,628. Personal share: \$554,628 (100%). REU supplements: \$8,000 (2018), \$16,000 (2019).
- [G7] GraphCrowd: Using crowdsourced design to visualize effects of environmental chemicals on signaling networks. National Institutes of Health 1UH2CA203768-01 (Big Data to Knowledge), Kurt Luther and T.M. Murali (MPIs; i.e., joint PIs), 2016–2019. Total: \$626,159. Personal share: \$313,079.50 (50%).
- [G6] Supporting crowdsourced sensemaking in big data with dynamic context slices. National Science Foundation IIS-1527453 (Cyber-Human Systems), Kurt Luther (PI) and Chris North (Co-PI), 2015–2019. Total: \$500,000. Personal share: \$250,000 (50%). REU supplements: \$16,000 (2018), \$16,000 (2019).
- [G5] Civil War Photo Sleuth. Microsoft Cloud AI Research Challenge Grand Prize, Kurt Luther (PI), Vikram Mohanty (student), and David Thames (student), 2018. Total: \$25,000. Personal share: \$25,000 (100%).
- [G4] The American Soldier collaborative digital archive. National Endowment for the Humanities PW-253766-17 (HCRR Foundations), Edward Gitre (PI), Kurt Luther (Co-PI), and Marc Brodsky (Co-PI), 2017–2018. Total: \$50,000. Personal share: \$10,000 (20%).
- [G3] Graduate Student Symposium at the 2017 ACM Conference on Creativity & Cognition. National Science Foundation IIS-1723306 (Cyber-Human Systems), Kurt Luther (PI), 2017. Total: \$25,252. Personal share: \$25,252 (100%).
- [G2] Mapping the Fourth of July in the American Civil War Era: A crowdsourced digital archive. National Historical Publications and Records Commission DH50013-15, Paul Quigley (PI), Kurt Luther (Co-PI), David Hicks (Co-PI), and Andi Ogier (Co-PI), 2015–2017. Total: \$74,224. Personal share: \$24,493.92 (33%).
- [G1] Crowd-augmented search and sensemaking. Google Faculty Research Award, Aniket Kittur (PI), Steven Dow (Co-PI), and Kurt Luther (Proposal Team Member), 2014. Total: \$75,660. Personal share: \$0. ($115/691 = 16.6\%$ acceptance rate)

INTERNAL GRANTS (Total: \$168,880)

- [g11] Augmenting computer vision with crowdsourcing to identify people in historical and modern photographs. Virginia Tech ICTAS Junior Faculty Award, Kurt Luther (PI) and Paul Quigley (Co-PI), 2018–2020. Total: \$80,000. ($12/72 = 16.7\%$ acceptance rate)

- [g10] CAREER Incentive Grant. Virginia Tech College of Engineering, Kurt Luther (PI), 2017–2022. Total: \$16,000.
- [g9] Incentive Reward Fund. Virginia Tech Department of Computer Science, Kurt Luther (PI), 2017. Total: \$7,000.
- [g8] VTArtWorks. Virginia Tech ICAT SEAD Major Initiative, Robert Leonard (PI), Kurt Luther (Co-PI), and Andi Ogier (Co-PI), 2016. Total: \$25,000.
- [g7] Incentive Reward Fund. Virginia Tech Department of Computer Science, Kurt Luther (PI), 2016. Total: \$3,500.
- [g6] Designing software and community participation for crowdsourced history research. Virginia Tech ICAT SEAD Mini-grant, Kurt Luther (PI), David Hicks (Co-PI), and Paul Quigley (Co-PI), 2016. Total: \$2,880.
- [g5] Incentive Reward Fund. Virginia Tech Department of Computer Science, Kurt Luther (PI), 2015. Total: \$5,000.
- [g4] Supporting community information sharing with mobile crowdsourcing and large display technologies. Virginia Tech CHCI Seed Grant, Michael Horning, Andrea Kavanaugh, Kurt Luther, Manuel Pérez-Quñones, and John Tedesco (joint PIs), 2015. Total: ≈\$15,000.
- [g3] New Assistant Professor Mentoring Grant. Virginia Tech Office of the Executive Vice President and Provost, Kurt Luther (PI), 2015. Total: \$1,500.
- [g2] Supporting crowdsourced sensemaking in big data with context slices. Virginia Tech ICTAS Seed Grant, Kurt Luther (PI) and Chris North (Co-PI), 2014. Total: \$10,000.
- [g1] Supporting leadership development and reflection through creative social computing. Virginia Tech ICAT SEAD Mini-grant, Kurt Luther (PI), Nicholas Clegorne (Co-PI), and Holly Larson Lesko (Co-PI), 2014. Total: \$3,000.

PUBLICATIONS (Google Scholar citations: 1037; h-index: 16)

Note: * indicates a student or postdoc (co-)advised by Kurt Luther.

Refereed Archival Journal Articles

- [J6] Sukrit Venkatagiri*, Jacob Thebault-Spieker*, Rachel Kohler*, John Purviance*, Rifat Sabbir Mansur*, and Kurt Luther. 2019. GroundTruth: Augmenting expert image geolocation with crowdsourcing and shared representations. *Proceedings of the ACM on Human-Computer Interaction*, CSCW. (205/658 = 31.2% acceptance rate)
- [J5] Tianyi Li*, Chandler J. Manns*, Chris North, and Kurt Luther. 2019. Dropping the baton? Understanding errors and bottlenecks in a crowdsourced sensemaking pipeline. *Proceedings of the ACM on Human-Computer Interaction*, CSCW. (205/658 = 31.2% acceptance rate)
- [J4] Nai-Ching Wang*, David Hicks, and Kurt Luther. 2018. Exploring trade-offs between learning and productivity in crowdsourced history. *Proceedings of the ACM on Human-Computer Interaction* 2, CSCW: 178:1–178:24. (289/1107 = 26.1% acceptance rate)
- [J3] Tianyi Li*, Kurt Luther, and Chris North. 2018. CrowdIA: Solving mysteries with crowdsourced sensemaking. *Proceedings of the ACM on Human-Computer Interaction* 2, CSCW: 105:1–105:29. (289/1107 = 26.1% acceptance rate)
- [J2] Maoyuan Sun, Jian Zhao, Hao Wu, Kurt Luther, Chris North, and Naren Ramakrishnan. 2018. The effect of edge bundling and seriation on sensemaking of biclusters in bipartite graphs. *IEEE Transactions on Visualization and Computer Graphics*. 14 pages. (3.078 impact factor)
- [J1] Aditya Bharadwaj*, Divit P. Singh*, Anna Ritz, Allison N. Tegge, Christopher L. Poirel, Pavel Kraikivski, Neil Adames, Kurt Luther, Shiv D. Kale, Jean Peccoud, John J. Tyson, and T. M.

Murali. 2017. GraphSpace: stimulating interdisciplinary collaborations in network biology. *Bioinformatics* 33, 19: 3134–3136. (7.307 impact factor)

Refereed Archival Papers in Conference Proceedings

- [C20] Vikram Mohanty*, Kareem Abdol-Hamid*, Courtney Ebersohl*, and Kurt Luther. 2019. Second Opinion: Supporting last-mile person identification with crowdsourcing and face recognition. In *Proceedings of the 7th AAAI Conference on Human Computation and Crowdsourcing* (HCOMP '19), (22/87 = 25.3% acceptance rate)
- [C19] Aditya Bharadwaj*, Pao Siangliulue, Adam Marcus, and Kurt Luther. 2019. Critter: Augmenting creative work with dynamic checklists, automated quality assurance, and contextual reviewer feedback. In *Proceedings of the 37th ACM Conference on Human Factors in Computing Systems* (CHI '19), 539:1–539:12. (705/2960 = 23.8% acceptance rate)
- [C18] Vikram Mohanty*, David Thames*, Sneha Mehta*, and Kurt Luther. 2019. Photo Sleuth: Combining human expertise and face recognition to identify historical portraits. In *Proceedings of the 24th ACM Conference on Intelligent User Interfaces* (IUI '19), 547–557. (71/282 = 25.2% acceptance rate) (**Best Paper Award**)
- [C17] Divit P. Singh*, Lee Lisle*, T. M. Murali, and Kurt Luther. 2018. CrowdLayout: Crowdsourced design and evaluation of biological network visualizations. In *Proceedings of the 36th ACM Conference on Human Factors in Computing Systems* (CHI '18), 232:1–232:14. (666/2592 = 25.7% acceptance rate)
- [C16] Rachel Kohler*, John Purviance*, and Kurt Luther. 2018. Geolocating images with crowdsourcing and diagramming. In *Proceedings of the 26th International Joint Conference on Artificial Intelligence* (IJCAI '18), 5299–5303. (Invited submission)
- [C15] Rachel Kohler*, John Purviance*, and Kurt Luther. 2017. Supporting image geolocation with diagramming and crowdsourcing. In *Proceedings of the 5th AAAI Conference on Human Computation and Crowdsourcing* (HCOMP '17), 98–107. (24/83 = 28.9% acceptance rate) (**Notable Paper Award**)
- [C14] Alvin Yuan, Kurt Luther, Markus Krause, Sophie Isabel Vennix*, Steven P. Dow, and Björn Hartmann. 2016. Almost an expert: The effects of rubrics and expertise on perceived value of crowdsourced design critiques. In *Proceedings of the 19th ACM Conference on Computer-Supported Cooperative Work & Social Computing* (CSCW '16), 1005–1017. (142/571 = 24.9% acceptance rate)
- [C13] Kurt Luther, Nathan Hahn, Steven P. Dow, and Aniket Kittur. 2015. Crowdlines: Supporting synthesis of diverse information sources through crowdsourced outlines. In *Proceedings of the 3rd AAAI Conference on Human Computation and Crowdsourcing* (HCOMP '15), 110–119. (21/70 = 30.0% acceptance rate)
- [C12] Kurt Luther, Jari-Lee Tolentino*, Wei Wu, Amy Pavel, Brian P. Bailey, Maneesh Agrawala, Björn Hartmann, and Steven P. Dow. 2015. Structuring, aggregating, and evaluating crowdsourced design critique. In *Proceedings of the 18th ACM Conference on Computer Supported Cooperative Work & Social Computing* (CSCW '15), 473–485. (165/575 = 28.7% acceptance rate)
- [C11] Justin B. Cranshaw, Kurt Luther, Patrick Gage Kelley, and Norman Sadeh. 2014. Curated City: Capturing individual city guides through social curation. In *Proceedings of the 32nd ACM Conference on Human Factors in Computing Systems* (CHI '14), 3249–3258. (465/2043 = 22.8% acceptance rate)
- [C10] Kurt Luther, Casey Fiesler, and Amy Bruckman. 2013. Redistributing leadership in online creative collaboration. In *Proceedings of the 16th ACM Conference on Computer Supported*

Cooperative Work (CSCW '13), 1007–1022. (139/390 = 35.6% acceptance rate) (**Best Paper Award**)

- [C9] Paul André, Michael Bernstein, and Kurt Luther. 2012. Who Gives a Tweet?: Evaluating microblog content value. In *Proceedings of the 15th ACM Conference on Computer Supported Cooperative Work* (CSCW '12), 471–474. (164/415 = 39.5% acceptance rate) (**Best Paper Honorable Mention Award**)
- [C8] Kurt Luther, Kelly Caine, Kevin Ziegler*, and Amy Bruckman. 2010. Why it works (when it works): Success factors in online creative collaboration. In *Proceedings of the 16th ACM Conference on Supporting Group Work* (GROUP '10), 1–10. (36/101 = 35.6% acceptance rate)
- [C7] Kurt Luther, Scott Counts, Kristin B. Stecher, Aaron Hoff, and Paul Johns. 2009. Pathfinder: An online collaboration environment for citizen scientists. In *Proceedings of the 27th ACM Conference on Human Factors in Computing Systems* (CHI '09), 239–248. (277/1130 = 24.5% acceptance rate)
- [C6] Brian Magerko, Waleed Manzoul, Mark Riedl, Allan Baumer, Daniel Fuller, Kurt Luther, and Celia Pearce. 2009. An empirical study of cognition and theatrical improvisation. In *Proceedings of the 7th ACM Conference on Creativity and Cognition* (C&C '09), 117–126. (34/137 = 24.8% acceptance rate)
- [C5] Kurt Luther and Amy Bruckman. 2008. Leadership in online creative collaboration. In *Proceedings of the 12th ACM Conference on Computer Supported Cooperative Work* (CSCW '08), 343–352. (86/370 = 23.2% acceptance rate)
- [C4] Jason B. Ellis, Kurt Luther, Katherine Bessière, and Wendy A. Kellogg. 2008. Games for virtual team building. In *Proceedings of the 7th ACM Conference on Designing Interactive Systems* (DIS '08), 295–304. (52/152 = 34.2% acceptance rate)
- [C3] Nicholas Diakopoulos, Kurt Luther, and Irfan Essa. 2008. Audio Puzzler: Piecing together time-stamped speech transcripts with a puzzle game. In *Proceedings of the 16th ACM Conference on Multimedia* (MM '08), 865–868. (80/236 = 33.9% acceptance rate)
- [C2] Youn-ah Kang, John Stasko, Kurt Luther, Avinash Ravi, and Yan Xu. 2008. RevisiTour: Enriching the tourism experience with user-generated content. In *Proceedings of the International Conference on Information and Communication Technologies in Tourism* (ENTER '08). 59–69.
- [C1] Nicholas Diakopoulos, Kurt Luther, Yevgeniy (Eugene) Medynskiy, and Irfan Essa. 2007. The evolution of authorship in a remix society. In *Proceedings of the 18th ACM Conference on Hypertext and Hypermedia* (HT '07), 133–136. (33% acceptance rate)

Refereed Nonarchival Workshop Papers

- [w12] Aditya Bharadwaj*, David Gwizdala*, Yoonjin Kim, Kurt Luther, and T.M. Murali. 2019. Flud: A hybrid crowd-algorithm approach for visualizing biological networks. *CHI 2019 Workshop on Where is the Human? Bridging the Gap Between AI and HCI*, Glasgow, UK. 4 pages.
- [w11] Tianyi Li*, Asmita Shah*, Kurt Luther, and Chris North. 2018. Crowdsourcing intelligence analysis with context slices. *CHI 2018 Workshop on Sensemaking in a Senseless World*, Montréal, Canada. 12 pages. (21% acceptance rate for full presentations)
- [w10] Sukrit Venkatagiri*, Jacob Thebault-Spieker*, Aliza Camacho*, and Kurt Luther. 2018. Localness and urbanness in geographic crowd work. *CSCW 2018 Workshop on Rural Computing: Beyond Access & Infrastructure*, Jersey City, N.J., USA. 7 pages.
- [w9] Rachel Kohler*, John Purviance*, and Kurt Luther. 2017. GroundTruth: Bringing together experts and crowds for image geolocation. *HCOMP 2017 2nd GroupSight Workshop on Human Computation for Image and Video Analysis*, Quebec City, Canada. 4 pages.

- [w8] Sneha Mehta*, Chris North, and Kurt Luther. 2016. An exploratory study of human performance in image geolocation tasks. *HCOMP 2016 GroupSight Workshop on Human Computation for Image and Video Analysis*, Austin, Tx., USA. 4 pages.
- [w7] Kurt Luther, Andrea Kavanaugh, and Michael Horning. 2015. Supporting local news sharing with mobile crowdsourcing and large display technologies. *CSCW 2015 Workshop on Information Technology in City Life*, Vancouver, Canada. 2 pages.
- [w6] Kurt Luther, Steven Dow, and Aniket Kittur. 2014. How can crowdsourcing help individuals learn? *CSCW 2014 Workshop on Designing Futures for Peer-to-Peer Learning*, Baltimore, Md., USA. 4 pages.
- [w5] Kurt Luther. 2011. Fast, accurate, and brilliant: Realizing the potential of crowdsourcing and human computation. *CHI 2011 Workshop on Crowdsourcing and Human Computation*, Vancouver, Canada. 4 pages.
- [w4] Paul André, m.c. schraefel, Alan Dix, Ryen W. White, Michael Bernstein, and Kurt Luther. 2010. Designing for Schadenfreude (or, how to express well-being and see if you're boring people). *CHI 2010 Workshop on Microblogging: What and How Can We Learn From It?*, Atlanta, Ga., USA. 4 pages.
- [w3] Sarita Yardi, Kurt Luther, Nicholas Diakopoulos, and Amy Bruckman. 2008. Opening the black box: Four views of transparency in remix culture. *CSCW 2008 Workshop on Tinkering, Tailoring, & Mashing: The Social and Collaborative Practices of the Read-Write Web*, San Diego, Calif., USA. 4 pages.
- [w2] Jason B. Ellis, Kurt Luther, Katherine Bessiere, and Wendy A. Kellogg. 2008. Games for virtual team building. *CSCW 2008 Workshop on Supporting Distributed Team Work*, San Diego, Calif., USA. 10 pages.
- [w1] Kurt Luther and Nicholas Diakopoulos. Distributed creativity. 2007. *C&C 2007 Workshop on Supporting Creative Acts Beyond Dissemination*, Washington, D.C., USA. 6 pages.

Refereed Nonarchival Conference Papers (demos, posters, videos, extended abstracts, etc.)

- [c16] Sukrit Venkatagiri*, Jacob Thebault-Spieker*, Sarwat Kazmi*, Efua Akonor*, and Kurt Luther. 2019. It's QuizTime: A study of online verification practices on Twitter. *AAAI Conference on Human Computation and Crowdsourcing (HCOMP 2019)*, Stevenson, Wash., USA. (Poster)
- [c15] Jacob Thebault-Spieker*, Sukrit Venkatagiri*, David Mitchell*, Chris Hurt*, and Kurt Luther. 2019. PairWise: Mitigating political bias in crowdsourced content moderation. *AAAI Conference on Human Computation and Crowdsourcing (HCOMP 2019)*, Stevenson, Wash., USA. (Demo, Poster)
- [c14] Aditya Bharadwaj*, David Gwizdala*, Yoonjin Kim, Kurt Luther, and T.M. Murali. 2019. Flud: A hybrid crowd-algorithm approach for visualizing biological networks. *BioVis COSI at ISMB 2019*, Basel, Switzerland. (Talk, Poster)
- [c13] Jill M. Derwin, Valerie A. Thomas, Randolph H. Wynne, S. Seth Peery, John Coulston, Kurt Luther, Greg Liknes, and Stacie Bender. 2019. Validating the national-scale remote sensing models using crowdsourced observations. *21st William T. Pecora Memorial Remote Sensing Symposium (Pecora 21) and 38th International Symposium on Remote Sensing of Environment (ISRSE-38)*, Baltimore, Md., USA. (Talk)
- [c12] Vikram Mohanty*, David Thames*, and Kurt Luther. 2018. Are 1,000 features worth a picture? Combining crowdsourcing and face recognition to identify Civil War soldiers. *AAAI Conference on Human Computation and Crowdsourcing (HCOMP 2018)*, Zurich, Switzerland. (Demo, Poster) (**Best Poster/Demo Award**)

- [c11] Vikram Mohanty*, David Thames*, and Kurt Luther. 2018. Photo Sleuth: Combining collective intelligence and computer vision to identify historical portraits. *ACM Conference on Collective Intelligence (CI 2018)*, Zurich, Switzerland. (Talk) (32% acceptance rate for oral presentations)
- [c10] Sukrit Venkatagiri*, Jacob Thebault-Spieker*, and Kurt Luther. 2018. Verifying truth from the ground: Leveraging human strengths in the image geolocation process. *Human-Computer Interaction Consortium (HCIC 2018) Conference*, Watsonville, Calif., USA. (Poster)
- [c9] Jill M. Derwin, Valerie A. Thomas, Randolph H. Wynne, S. Seth Peery, John Coulston, Kurt Luther, Greg Liknes, and Stacie Bender. 2018. Validating the 2011 and 2016 NLCD Tree Canopy Cover products using crowdsourced interpretations. *American Geophysical Union (AGU) Fall Meeting 2018*, Washington, D.C., USA. (Poster)
- [c8] Aditya Bharadwaj*, Divit P. Singh*, Anna Ritz, Alison N. Tegge, Christopher L. Poirel, Pavel Kraikivski, Neil Adames, Kurt Luther, Shiv D. Kale, Jean Peccoud, John J. Tyson, and T. M. Murali. 2017. GraphSpace: Stimulating interdisciplinary collaborations in network biology. *BOSC COSI at ISMB 2017*, Prague, Czech Republic. (Talk)
- [c7] Rachel Kohler* and Kurt Luther. 2017. Crowdsourced image geolocation as collective intelligence. *Collective Intelligence 2017*, New York, N.Y., USA. (Poster)
- [c6] Kurt Luther, Amy Pavel, Wei Wu, Jari-lee Tolentino*, Maneesh Agrawala, Björn Hartmann, and Steven P. Dow. 2014. CrowdCrit: Crowdsourcing and aggregating visual design critique. *ACM Conference on Computer Supported Cooperative Work (CSCW 2014)*, Baltimore, Md., USA. (Demo)
- [c5] Kurt Luther, Nicholas Diakopoulos and Amy Bruckman. 2010. Edits & credits: Exploring integration and attribution in online creative collaboration. *ACM Conference on Human Factors in Computing Systems (alt.chi 2010)*, Atlanta, Ga., USA. (Talk) (Invited submission)
- [c4] Michael Bernstein, Paul André, Kurt Luther, Erin Treacy Solovey, Erika S. Poole, Sharoda A. Paul, Shaun K. Kane, and Jonathan Grudin. 2009. CHIstory. *ACM Conference on Human Factors in Computing Systems (CHI 2009)*, Boston, Mass., USA. (Video) (**Most Entertaining Video Award**)
- [c3] Kurt Luther and Amy Bruckman. 2009. Flash collabs: Collaborative innovation networks in online communities of animators. *Conference on Collaborative Innovation Networks (COINS 2009)*, Savannah, Ga., USA. (Talk)
- [c2] Kurt Luther, Kevin Ziegler*, Kelly E. Caine, and Amy Bruckman. 2009. Predicting successful completion of online collaborative animation projects. *ACM Conference on Creativity and Cognition (C&C 2009)*, Berkeley, Calif., USA. (Poster)
- [c1] Kurt Luther, Matthew Flaschen*, Andrea Forte, Christopher Jordan, and Amy Bruckman. 2009. Provelt: A new tool for supporting citation in MediaWiki. *International Symposium on Wikis and Open Collaboration (WikiSym 2009)*, Orlando, Fla., USA. (Demo)

Book Chapter

- [BC1] Amy Bruckman, Kurt Luther, and Casey Fiesler. 2015. When should we use real names in published accounts of internet research? In *Digital Research Confidential: The Secrets of Studying Behavior Online*, Eszter Hargittai and Christian Sandvig (eds.). MIT Press, Cambridge, Mass., USA, 243–258.

Magazine Articles

- [M22] Kurt Luther. Human computation for image and video analysis. 2018. *AI Magazine* 39, 4: 67–68. (Invited submission)
- [M21] Kurt Luther and Amy Bruckman. 2011. Leadership and success factors in online creative collaboration. *IEEE Potentials* 30, 5: 27–32. (Invited submission)

- [M1–20] Author of 20 “Photo Sleuth” columns published in *Military Images Magazine* (2015–Present).

Technical Reports

- [TR4] Edward J.K. Gitre and Kurt Luther. 2018. The American Soldier collaborative digital archive. White paper for grant PW-253766-17, National Endowment for the Humanities. 34 pages.
- [TR3] Alvin Yuan, Kurt Luther, Marcus Krause, Steven P. Dow, and Björn Hartmann. 2015. Worker expertise and expert rubrics in crowdsourced design critique. UCB/EECS-2015-223, University of California, Berkeley. 14 pages.
- [TR2] Wei Wu, Kurt Luther, Amy Pavel, Björn Hartmann, Steven P. Dow, and Maneesh Agrawala. 2013. CrowdCritic: Strategies for crowdsourcing visual design critique. UCB/EECS-2013-95, University of California, Berkeley. 36 pages.
- [TR1] Nicholas Diakopoulos, Kurt Luther, Yevgeniy “Eugene” Medynskiy, and Irfan Essa. 2007. Remixing authorship: Reconfiguring the author in online video remix culture. GIT-IC-07-05, Georgia Institute of Technology. 10 pages.

OTHER RESEARCH ACTIVITIES

Workshops & Panels Co-Organized

- [P5] Aaron Brantly, Charles Clancy, Chad Levinson, and Kurt Luther. 2019. Social computing and its impact on intelligence. *Emerging Trends: New Tools, Threats, and Thinking*, Arlington, Va., USA.
- [P4] Nai-Ching Wang*, David Cline, David Hicks, Kurt Luther, Kelly McPherson, Craig Perrier, and Paul Quigley. 2018. The design, development and implementation of funded transdisciplinary digital history projects: Illustrative cases of K-16 collaboration in action. *132nd Annual Meeting of the American Historical Association (AHA 2018)*, Washington, D.C., USA.
- [W4] Danna Gurari, Kurt Luther, Geneviève Patterson, and Steve Branson. 2017. GroupSight: The 2nd workshop on human computation for image and video analysis. *AAAI Conference on Human Computation and Crowdsourcing (HCOMP 2017)*, Québec City, Canada.
- [P3] Paul Quigley, Kurt Luther, David Hicks, Daniel Newcomb, and Nai-Ching Wang*. 2016. New directions for inquiry: Citizen student archivists crowdsourcing the past. *96th Annual Conference of the National Council for the Social Studies (NCSS 2016)*, Washington, D.C., USA.
- [P2] David Hicks, Kurt Luther, and Paul Quigley. 2016. Crowdsourcing the history of American Independence Day in Civil War-era Virginia. *2016 Virginia Forum*, Williamsburg, Va., USA.
- [W3] Eric Cook, Kurt Luther, Dan Perkel, and Jeff Bardzell. 2011. The creativity agenda in the iSchool context. *iConference 2011*, Seattle, Wash., USA.
- [W2] Jenn Thom-Santelli, Eric Cook, Kurt Luther, Amy Bruckman, Jeff Bardzell, and David McDonald. 2010. Approaching “amateur.” *ACM Conference on Supporting Group Work (GROUP 2010)*, Sanibel Island, Fla., USA.
- [P1] Dan Perkel, Lyndsay Grant, Becky Herr-Stephenson, and Kurt Luther. 2010. Rules of engagement in participatory cultures: Negotiating feedback, audiences and critique in online communities. *Conference on Digital Media and Learning (DML 2010)*, La Jolla, Calif., USA.
- [W1] David Ayman Shamma, Dan Perkel, and Kurt Luther. 2009. Understanding the creative conversation: Modeling to engagement. *ACM Conference on Creativity and Cognition (C&C 2009)*, Berkeley, Calif., USA.

Doctoral Consortia

- [DC2] CHI 2010 Doctoral Consortium, Atlanta, Ga., USA. (26% acceptance rate)

[DC1] GROUP 2009 Doctoral Consortium, Sanibel Island, Fla., USA.

Research Camps

Agile Research University

Northwestern University, Evanston, Ill., USA, November 27–29, 2017

CrowdCamp: Rapidly Iterating Ideas for Collective Intelligence and Crowdsourcing

HCOMP 2015 Workshop, San Diego, Calif., USA, November 9, 2015

CSCW 2013 Workshop, San Antonio, Tx., USA, February 23–24, 2013

CHI 2012 Workshop, Austin, Tx., USA, May 5–6, 2012

CSST: Summer Research Institute for the Science of Socio-Technical Systems

CSST 2012, Santa Fe, N.M., USA, July 29–August 2, 2012

THATCamp: The Humanities and Technology Camp

Virginia Tech, Blacksburg, Va., USA, April 10–11, 2015

Chatham University, Pittsburgh, Pa., USA, October 5–6, 2013

George Mason University, Fairfax, Va., USA, June 7–8, 2013

INVITED PRESENTATIONS

March 2020 29th Annual Civil War Weekend, Virginia Tech, Blacksburg, Va.
November 2019 CASCI Speaker Series, University of Maryland, College Park, Md.
September 2019 Machine Learning + Libraries Summit, Library of Congress, Washington, D.C.
May 2019 Emerging Scholars Series, American Civil War Museum, Richmond, Va.
April 2019 Dept. of Computer and Information Science, IUPUI, Indianapolis, Ind.
February 2019 DUB (Design, Use, Build) Seminar, University of Washington, Seattle, Wash.
November 2018 Dept. of Computer and Information Sciences, Virginia Military Institute, Lexington, Va.
October 2018 Bellingcat Open Source Investigation Workshop, Washington, D.C.
October 2018 18th Annual Image of War Seminar, Center for Civil War Photography, Alexandria, Va.
July 2018 Keynote Speaker, Stories of War Symposium, Indiana University, Bloomington, Ind.
November 2017 Segal Distinguished Seminar, Northwestern University, Evanston, Ill.
May 2017 HCI Seminar, Stanford University, Stanford, Calif.
April 2017 Crowdsourcing Seminar, Carnegie Mellon University, Pittsburgh, Pa.
November 2016 Nau Center for Civil War History, University of Virginia, Charlottesville, Va.
March 2016 25th Annual Civil War Weekend, Virginia Tech, Blacksburg, Va.
October 2015 HCI Lab, University of Maryland, College Park, Md.
October 2015 Willson Center Digital Humanities Lab, University of Georgia, Athens, Ga.
October 2014 Virginia Center for Civil War Studies, Blacksburg, Va.
March 2014 Dept. of Computer Science, Virginia Tech, Blacksburg, Va.
February 2014 Engineering Design, Penn State University, State College, Pa.
February 2014 Dept. of Computer Science, University of Illinois at Urbana–Champaign, Urbana, Ill.
February 2014 Dept. of Computer Science & Engineering, University of Minnesota, Minneapolis, Minn.
January 2014 Dept. of Media and Information, Michigan State University, East Lansing, Mich.
January 2014 Dept. of Computer Science, University of Colorado Boulder, Boulder, Colo.
November 2013 School of Information, University of Michigan, Ann Arbor, Mich.
September 2013 Crowdsourcing Seminar, Carnegie Mellon University, Pittsburgh, Pa.
April 2012 Google Research, Mountain View, Calif.
April 2012 Dept. of Computer Graphics Technology, Purdue University, West Lafayette, Ind.
March 2012 GVU Center at Georgia Tech, Atlanta, Ga.
March 2012 Social Computing Lab, Carnegie Mellon University, Pittsburgh, Pa.
October 2011 MIT Media Lab, Cambridge, Mass.

TEACHING

As Instructor of Record at Virginia Tech

CS3744: *Introduction to GUI Programming and Graphics (undergraduate)*
Spring 2016 (82 students); Theme: Social Media
Fall 2016 (57 students); Theme: Social Media
Spring 2018 (92 students); Theme: Digital History
Fall 2018 (39 students [all remote]); Theme: Social News and Misinformation
Fall 2019 (TBD students [all remote]); Theme: TBD

CS4784: *Human-Computer Interaction Capstone (undergraduate)*
Spring 2015 (22 students); Theme: Social Computing and Creativity

CS5774: *User Interface Software (graduate)*
Fall 2014 (20 students); Theme: Social Media
Fall 2016 (23 students); Theme: Social Media
Fall 2018 (23 students [16 remote]); Theme: Social News and Misinformation

CS6724: *Advanced Topics in Human-Computer Interaction (graduate)*
Fall 2015 (9 students); Theme: Crowdsourcing and Human Computation
Fall 2017 (8 students); Theme: Investigative Technologies in Society
Spring 2020 (TBD students); Theme: TBD

As Graduate Teaching Assistant at Georgia Tech

CS6470: *Design of Online Communities (graduate)*
Spring 2009 (22 students); Instructor: Amy Bruckman

ADVISING & MENTORING

Postdoc Advisor Jacob Thebault-Spieker, Ph.D. Computer Science, University of Minnesota (2018–Present)

Graduate Thesis Advisor Vikram Mohanty, Ph.D. Computer Science
(Passed qualifier exam [by waiver]; expected graduation Spring 2022)
Sukrit Venkatagiri, Ph.D. Computer Science
(Passed qualifier exam; expected graduation Spring 2022)
Aditya Bharadwaj, Ph.D. Computer Science
(Co-advised with T.M. Murali) (Passed thesis proposal; expected graduation Spring 2020)
Tianyi Li, Ph.D. Computer Science
(Co-advised with Chris North) (Passed thesis proposal; expected graduation Spring 2020)

Nai-Ching Wang, Ph.D. Computer Science
(Graduated Fall 2018) (First employment: Akuna Capital)
Rachel Kohler, M.S. Computer Science
(Graduated Spring 2017) (First employment: BNSF Railway)
(William Preston Society Master's Thesis Award; Outstanding CS Master's Student Award)
Divit Singh, M.S. Computer Science
(Co-advised with T.M. Murali) (Graduated Spring 2016) (First employment: Bloomberg)

Graduate Thesis Committees MD Momen Bhuiyan, Ph.D. Computer Science
Yali Bian, Ph.D. Computer Science
Moeti Masiane, Ph.D. Computer Science
Daniel Garrison, Ph.D. Computer Science
Leanna Ireland, Ph.D. Sociology
Jill Derwin, Ph.D. Forestry and Remote Sensing
Zijian Xu, M.S. Computer Science
Setor Zilevu, M.S. Computer Science (Graduated Spring 2019)
Sarang Joshi, M.S. Computer Science (Graduated Fall 2018)
Michael Stewart, Ph.D. Computer Science (Graduated Summer 2018)
Andrey Esakia, Ph.D. Computer Science (Graduated Summer 2018)
Katelyn Brown, M.A. History (Graduated Spring 2018)

Anamary Leal, Ph.D. Computer Science (Graduated Summer 2017)
 Hannah Roth, M.S. Computer Science (Graduated Spring 2017)
 Daniel Newcomb, M.A. History (Graduated Spring 2017)
(Outstanding CLAHS Master's Student Award)
 Chris Frisina, M.S. Computer Science (Graduated Spring 2016)
 Maoyuan Sun, Ph.D. Computer Science (Graduated Summer 2016)
 Sanchit Chadra, M.S. Computer Science (Graduated Fall 2015)
(Outstanding CS Master's Student Award)
 Nathan Self, M.S. Computer Science (Graduated Summer 2015)
 Jessica Zeitz Self, Ph.D. Computer Science (Graduated Spring 2016)

Undergraduate Research Advisor Efua Akonor, B.S. Computer Science, Wellesley College (2019)
 Sarwat Kazmi, B.S. Information Science & B.A. Government & Politics, U. Maryland (2019)
 David Mitchell, B.S. Computer Science, University of Illinois at Urbana-Champaign (2019)
 Puriwat Lahpong, B.S. Computer Science, Virginia Tech (2019)
 Daniel Ocheltree, B.S. Computer Science, Virginia Tech (2019)
 Chris Hurt, B.S. Computer Science, Virginia Tech (2018-2019)
 Chandler Manns, B.S. Computer Science, Virginia Tech (2018-2019)
 Kareem Abdol-Hamid, B.S. Computer Science, Virginia Tech (2018)
 Ben Hinkle, B.S. Computer Science, Virginia Tech (2018)
 Levi Shipley, B.S. Computer Science, Virginia Tech (2018)
 Aliza Camacho, B.A. Computer Science & B.A. Anthropology, Wellesley College (2018)
 Ryan Russell, B.S. Computer and Information Science, Virginia Military Institute (2018)
 Natalie Robinson, B.A. History & B.A. Public Relations, University of Georgia (2018)
 Anne Hoang, B.S. Computer Science, Virginia Tech (2018)
 David Thames, B.S. Computer Science, Virginia Tech (2017-18)
 Asmita Shah, B.S. Computer Science, Virginia Tech (2017-18)
 Shahmir Ahmed, B.S. Computer Science, Virginia Tech (2017)
 Liyan Li, B.S. Computer Science, Virginia Tech (2017)
 Caroline Ritchey, B.A. National Security & B.A. History, Virginia Tech (2017)
 Parker Irving, B.S. Computer Science, Virginia Tech (2017)
 Allison Collier, B.S. Computer Science, Virginia Tech (2017)
 Nam Nguyen, B.S. Computer Science, Virginia Tech (2017)
 David Gwizdala, B.S. Computer Engineering, Virginia Tech (2016-17)
 Wenfeng Ren, B.S. Computer Science, Virginia Tech (2016)
 Melanie Trammell, B.S. Computer Science, Virginia Tech (2016)
 Zhizheng (Andy) Chen, B.S. Computer Science, Virginia Tech (2015)
 Amit Dayal, B.S. Computer Science, Virginia Tech (2015)
 Jared Deiner, B.S. Computer Science, Virginia Tech (2015)
 Vijay Kuruvilla, B.S. Computer Science, Virginia Tech (2015)
 Edward McEnrue, B.S. Computer Science, Virginia Tech (2015)
 Avanti Dabholkar, B.S. Human-Computer Interaction & B.Arch. Architecture, CMU (2013-14)
 Bhawna Agarwal, B.Design, Indian Institute of Technology Guwahati (2014)
 Jari-lee (Jay) Tolentino, B.S. Informatics & B.A. Studio Art, UC Irvine (2013)

ADVISEE AWARDS & HONORS

2019 Doctoral Consortium Participant, AAAI HCOMP 2019 (Aditya Bharadwaj)
 2019 Doctoral Consortium Participant, ACM CSCW 2019 (Tianyi Li)
 2019 Student Travel Grant, ACM IUI 2019 (Tianyi Li)
 2018 Graduate Fellow, Rita Allen Foundation Misinformation Solutions Forum (Sukrit Venkatagiri)
 2018 3rd Place, VTURCS Faculty Choice Awards (Anne Hoang)
 2018 Outstanding CS Master's Student Award, Virginia Tech (Rachel Kohler)
 2017 William Preston Society Master's Thesis Award (STEM category) for "best original research with potential to benefit all people," Virginia Tech (Rachel Kohler)

- 2017 1st Place, VTURCS Faculty Choice Awards (Nam Nguyen, Abby Jetmundsen)
- 2017 3rd Place, VTURCS Faculty Choice Awards (David Gwizdala)
- 2016 Student Research Competition Finalist, ACM CHI 2016 (Nai-Ching Wang)
- 2016 Doctoral Consortium Participant, AAAI HCOMP 2016 (Nai-Ching Wang)
- 2015 2nd Place, VTURCS Marston Awards, and 3rd Place, VTURCS Capstone Awards (Minahm Kim, Matthew Chittum, Josh White)
- 2015 3rd Place, VTURCS Marston Awards (Joe Fletcher, Zhizheng Chen, Vijay Kuruvilla)

PROFESSIONAL SERVICE

- Conference Papers Co-Chair, ACM Creativity & Cognition 2019
- Program or Papers Chair Program Co-Chair, ACM Collective Intelligence 2018
- Papers Chair Chair, Virginia Tech Workshop on Designing Socio-Technical Systems of Truth 2018
- Conference Associate Chair (Papers), ACM CSCW 2020
- Program Associate Chair (Papers), AAAI HCOMP 2019
- Committees Program Committee Member, Conference on Truth and Trust Online 2019
- Associate Chair (Papers), ACM CSCW 2018 (Online First)
- Program Committee Member and Doctoral Consortium Mentor, AAAI HCOMP 2017
- Program Committee Member, Collective Intelligence 2017
- Senior Program Committee Member, AAAI ICWSM 2016
- Program Committee Member, AAAI HCOMP 2016
- Associate Chair (Papers), ACM CSCW 2016
- Associate Chair (Papers), ACM CSCW 2015
- Associate Chair (Papers), ACM Creativity & Cognition 2015
- Program Committee Member, AAAI HCOMP 2014 Workshop on Volunteer-Based Crowdsourcing
- ACM Student Research/Design Competition Juror, ACM CHI 2014
- ACM Student Research/Design Competition Juror, ACM CHI 2013
- Associate Chair (Videos), ACM CHI 2013
- General Submissions & Late Breaking Juror, ACM SIGGRAPH 2013
- Associate Chair (Videos), ACM CHI 2012
- Associate Chair (Works-in-Progress), ACM CHI 2012
- General Submissions & Late Breaking Juror, ACM SIGGRAPH 2012
- Associate Chair (Videos), ACM CHI 2011
- Associate Chair (Works-in-Progress), ACM CHI 2011
- Program Committee Member, ACM WikiSym 2011
- Conference Graduate Student Symposium Co-Chair, ACM Creativity & Cognition 2017
- Venue Chair Videos Co-Chair, ACM CHI 2016
- Posters Chair, ACM SIGGRAPH 2013
- Posters Chair, ACM SIGGRAPH 2012
- Local Arrangements Co-Chair, ACM Creativity & Cognition 2011
- Graphic Design Chair & Webmaster, ACM CSCW 2011
- Graphic Design Chair & Webmaster, ACM CSCW 2010
- Presentations Coordinator (Computer Animation Festival), ACM SIGGRAPH 2009
- Student Volunteers Co-Chair, ACM CHI 2010
- Journal Associate Editor Lead Guest Editor, Special Issue on Negotiating Truth and Trust in Socio-Technical Systems, *ACM Transactions on Social Computing (TSC)* (2019)
- Conference Reviewer *Note:* † indicates one Excellent Review recognition.
 CHI: 2008, 09, 10, 11, 12, 13, 14††, 15††, 16†, 17, 18†, 19
 Creativity & Cognition: 2007, 09, 13, 17
 CSCW: 2008, 10, 11, 12, 13, 14, 15†, 16†, 18, 19
 DIS: 2017

- MobileHCI: 2017
 SIGGRAPH: 2009, 12, 13
 Ubicomp: 2012
 UIST: 2010, 12, 13, 14
 VAST: 2018
- Journal or Magazine Reviewer *American Behavioral Scientist*
Communications of the ACM
Games and Culture
Human-Computer Interaction
IEEE Computer
ACM Transactions on Computer-Human Interaction (ToCHI)
Transformative Works and Cultures
- Book Proposal Reviewer Oxford University Press (2019)
 Cambridge University Press (2017)
- Virginia Tech Member, Dept. of History Faculty Search Committee (2020)
 Member, Graduate Program Committee, Dept. of Computer Science (2018–Present)
 Faculty Liaison to External Relations and Communications, Dept. of Computer Science (2018–19)
 Advisory Board Member, VTArtWorks (2015–Present)
 Member, Ph.D. Qualifier Exam Committee (HCI Area), Dept. of Computer Science (2018)
 Executive Committee, IGEP in Human Centered Design (2016–18)
 Member, Dept. of Computer Science Faculty Search Committee (2017, 2016, 2015)
 Member, Space Subcommittee, Creativity & Innovation Strategic Growth Area (2016–17)
 Associate Director for Social Informatics, Center for Human-Computer Interaction (2015–16)
- CMU Coordinator, Social Computing Lab Summer REU Program (2013)
- Georgia Tech Reviewer, President’s Undergraduate Research Awards (2011)
 Member, School of Interactive Computing Faculty Search Committee (2010)
 Lab Manager, Electronic Learning Communities Lab (2007–12)
 Judge, Undergraduate Research Spring Symposium (2010–11)
- Other Service Review Panelist, National Science Foundation (2018, 2017(×2), 2016)
 Technical Advisor, *Wisdom of the Crowd* CBS television series (2017)
 Technical Advisor, Center for Virtual History, University of Georgia (2011–15)
 Editor-at-Large, *Digital Humanities Now* (2013)

SELECTED PRESS

- June 2019 *NPR*: Satchmo In His Adolescence: 1915 Film Clip May Show Young Louis Armstrong
<https://www.npr.org/2019/06/22/732675892/satchmo-in-his-adolescence-1915-film-clip-may-show-young-louis-armstrong>
- March 2019 *Smithsonian*: The Computer Scientist Who Wants to Put a Name to Every Face in Civil War Photographs
<https://www.smithsonianmag.com/innovation/computer-scientist-who-wants-to-put-name-to-every-face-in-civil-war-photographs-180971754/>
- March 2019 *Popular Mechanics*: AI Could Help You Identify Civil War Vets in Your Family Tree
<https://www.popularmechanics.com/military/a26625006/civil-war-photo-sleuth-search/>
- March 2019 *Roanoke Times*: A Civil War find of a high tech kind
https://www.roanoke.com/news/education/higher_education/virginia_tech/a-civil-war-find-of-a-high-tech-kind/article_4560040e-311f-5e1b-a1a2-ee936ef0e823.html

- November 2018 *Slate*: Who's behind that beard? Historians are using facial recognition software to identify people in Civil War photographs
<https://slate.com/technology/2018/11/civil-war-photo-sleuth-facial-recognition.html>
- November 2018 *Fast Company*: Online sleuths are using face recognition to identify Civil War soldiers in old photographs
<https://www.fastcompany.com/90275255/online-sleuths-are-using-face-recognition-to-identify-civil-war-soldiers-in-old-photographs>
- May 2018 *Stars and Stripes*: WWII in a new light: Anonymous soldier surveys tell stories of morale, race relations
<https://www.stripes.com/news/wwii-in-a-new-light-anonymous-soldier-surveys-tell-stories-of-morale-race-relations-1.525772>
- July 2016 *IEEE Spectrum*: How to Run a Successful Mobile Crowdsourcing Project
<http://spectrum.ieee.org/at-work/innovation/how-to-run-a-successful-mobile-crowdsourcing-project>
- January 2016 *Science*: The Power of Crowds
<http://science.sciencemag.org/content/351/6268/32>
- December 2012 *Nieman Journalism Lab*: The Year in Social Media Research
<http://www.niemanlab.org/2012/12/questioning-the-network-the-year-in-social-media-research/>
- May 2012 *Harvard Business Review*: What Makes a Great Tweet
<http://hbr.org/2012/05/what-makes-a-great-tweet/ar/1>
- February 2012 *TIME*: Cool It With the Hashtags: How to Not Be Extremely Annoying on Twitter
<http://newsfeed.time.com/2012/02/04/cool-it-with-the-hashtags-how-to-not-be-extremely-annoying-on-twitter/>
- January 2012 *The Atlantic*: Be Better at Twitter: The Definitive, Data-Driven Guide
<https://www.theatlantic.com/technology/archive/2012/01/be-better-at-twitter-the-definitive-data-driven-guide/252273/>
- January 2011 *CNN*: 4 Online Services to Satisfy Your Vanity
http://www.cnn.com/2011/TECH/social.media/01/12/vanity.netiquette/index.html?eref=ib_techology
- September 2008 *The Guardian*: Transcribe-‘em-up
<https://www.theguardian.com/technology/gamesblog/2008/sep/09/transcribeemup>